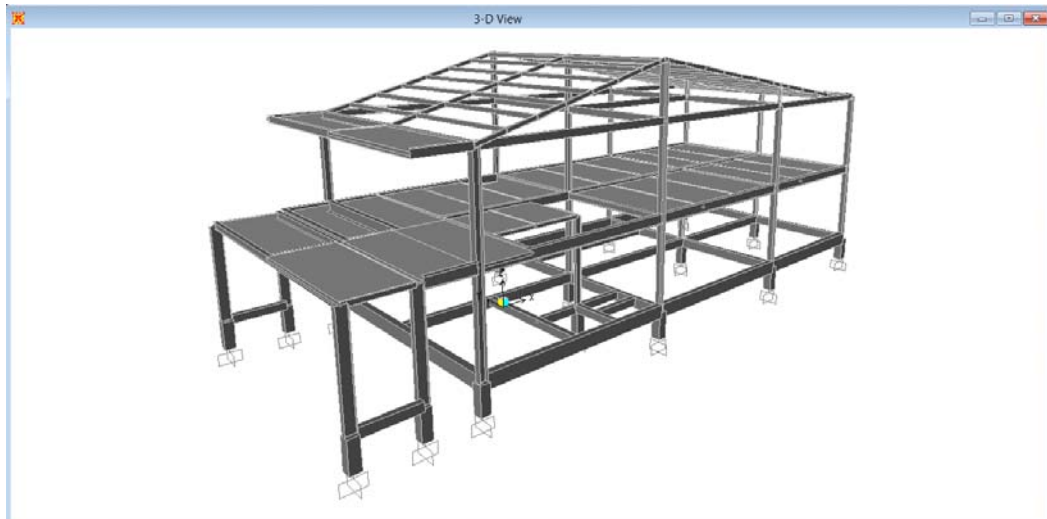


BAB IV

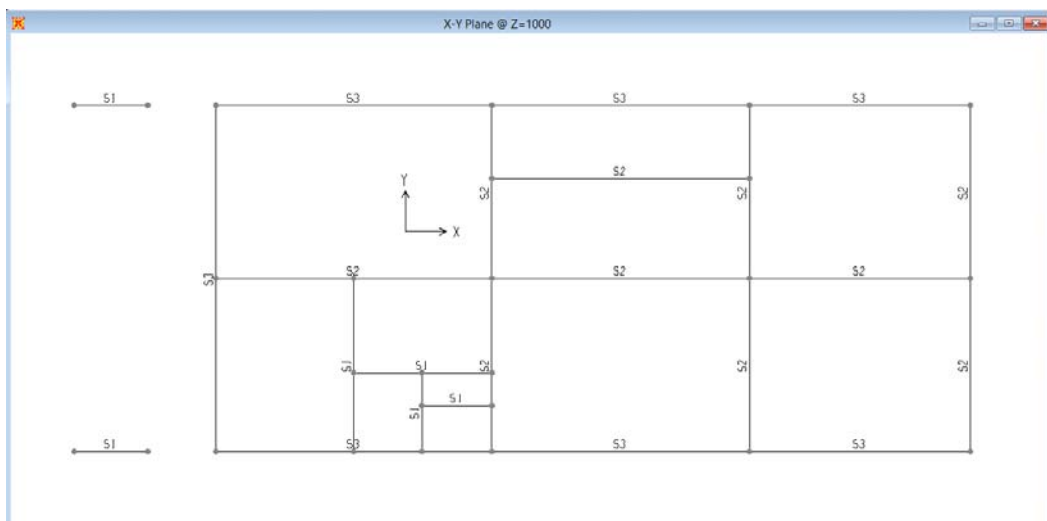
PEMODELAN STRUKTUR UTAMA

4.1 Pemodelan Struktur

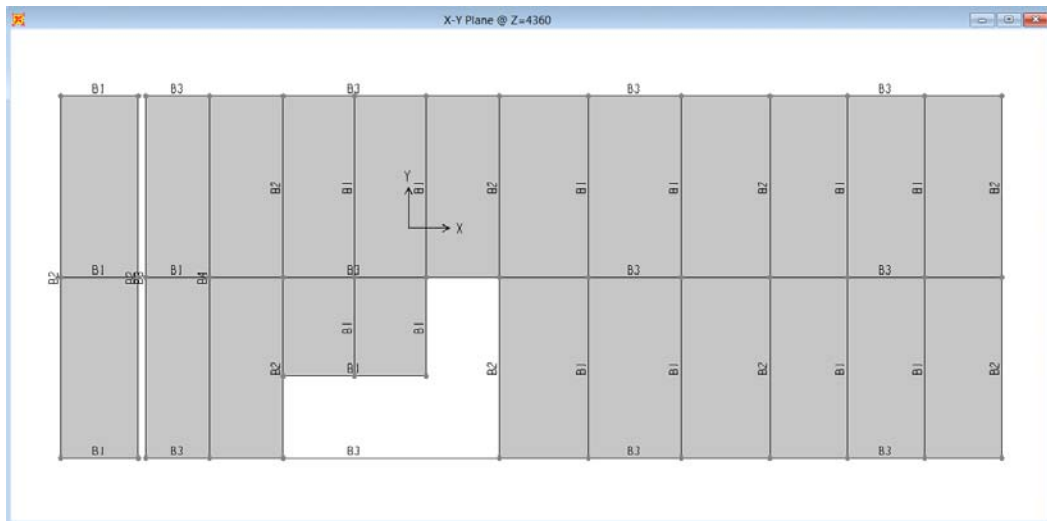
4.1.1 Pemodelan 3D ETABS



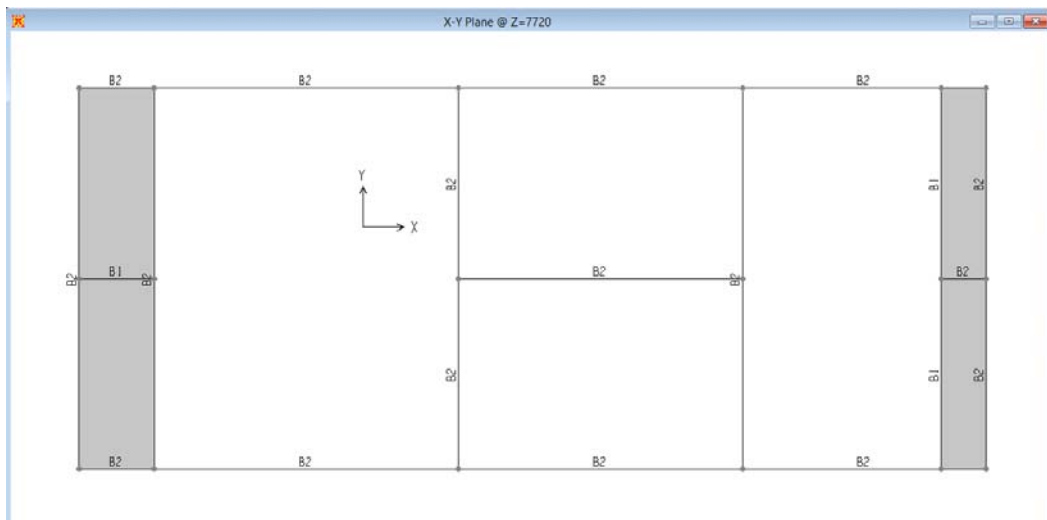
4.1.2 Pemodelan Story 0 (ELV 1,00)



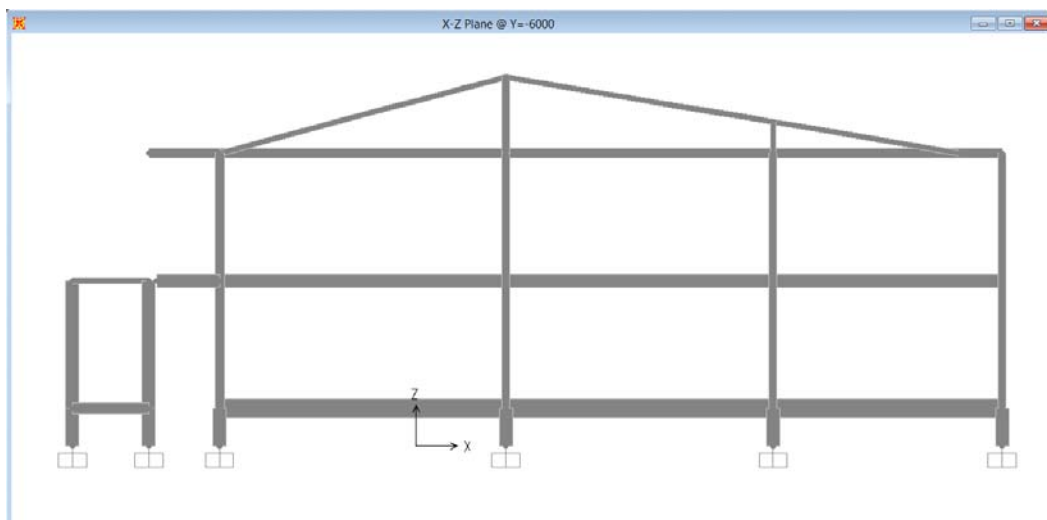
4.1.3 Pemodelan Story 1 (ELV +4,36)



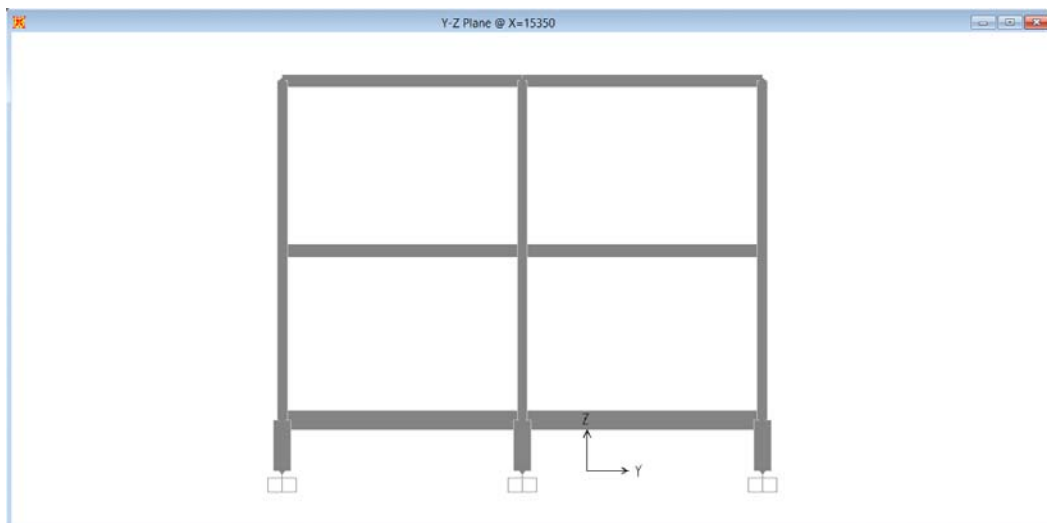
4.1.4 Pemodelan Story 2 (ELV +7,72)



4.1.5 Pemodelan Portal Memanjang



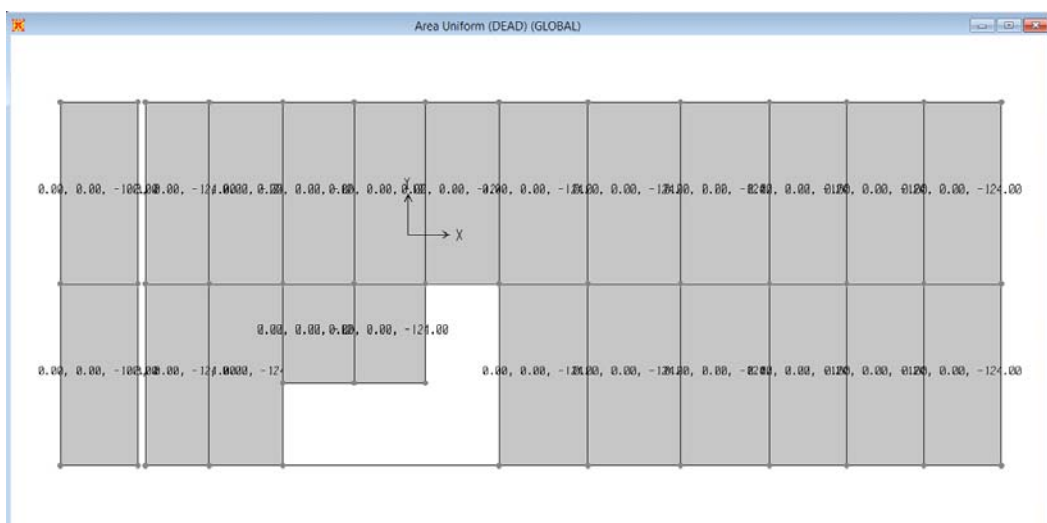
4.1.6 Pemodelan Portal Melintang



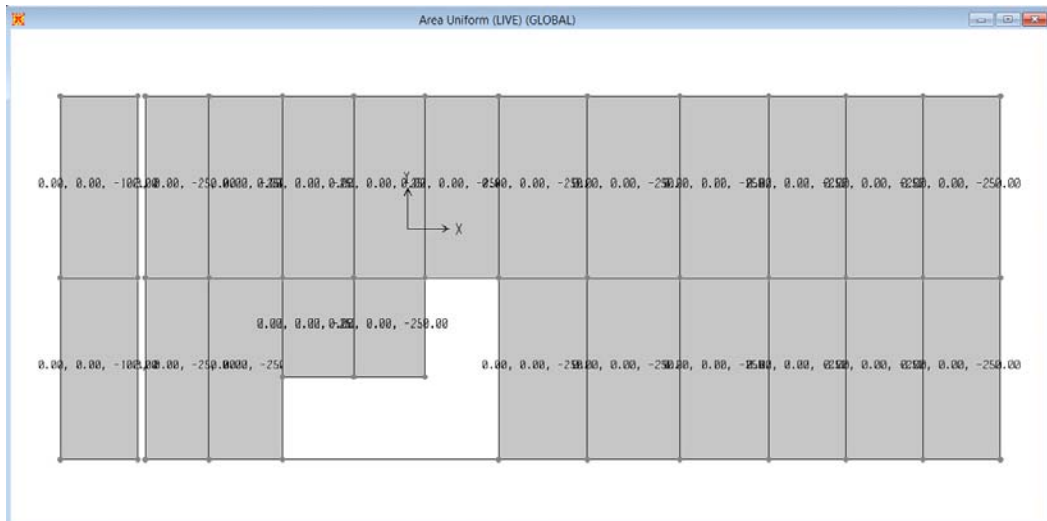
4.2 Pembebanan Struktur

4.2.1 Pembebanan Lantai 2

Beban Mati



Beban Hidup



Object Model - Area Information

Object Model - Area Information

Location | Assignments | **Loads**

Identification

Label

Load Pattern	DEAD
Uniform Load	
Coordinate System	GLOBAL
Load Direction	Gravity
Force/Area	124.
Load Pattern	LIVE
Uniform Load	
Coordinate System	GLOBAL
Load Direction	Gravity
Force/Area	250.

Assign Load...

Kgf, m, C

Reset All

Update Display

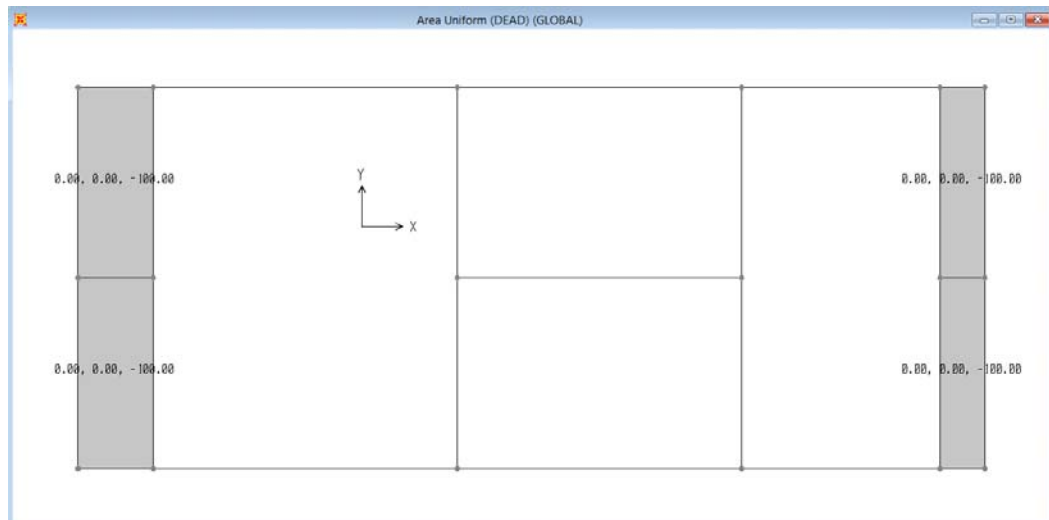
Modify Display

OK

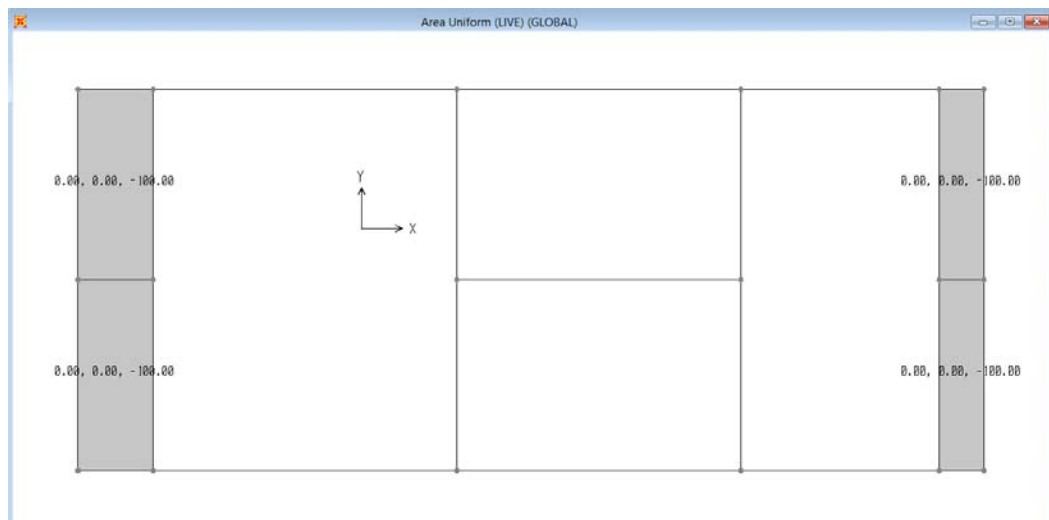
Cancel

Double click white background cell to edit item.

Beban Mati



Beban Hidup



Object Model - Area Information

Object Model - Area Information

LocationAssignmentsLoads

Identification

Label25

Load Pattern	DEAD
Uniform Load	
Coordinate System	GLOBAL
Load Direction	Gravity
Force/Area	100.
Load Pattern	LIVE
Uniform Load	
Coordinate System	GLOBAL
Load Direction	Gravity
Force/Area	100.

Assign Load...

Kgf, m, C

Reset All

Update Display

Modify Display

OK

Cancel

Double click white background cell to edit item.